NUTTING ASSOCIATES, INC.
500 LOGUE AVENUE ■ MOUNTAIN VIEW, CALIFORNIA 94040
(415) 961-9373

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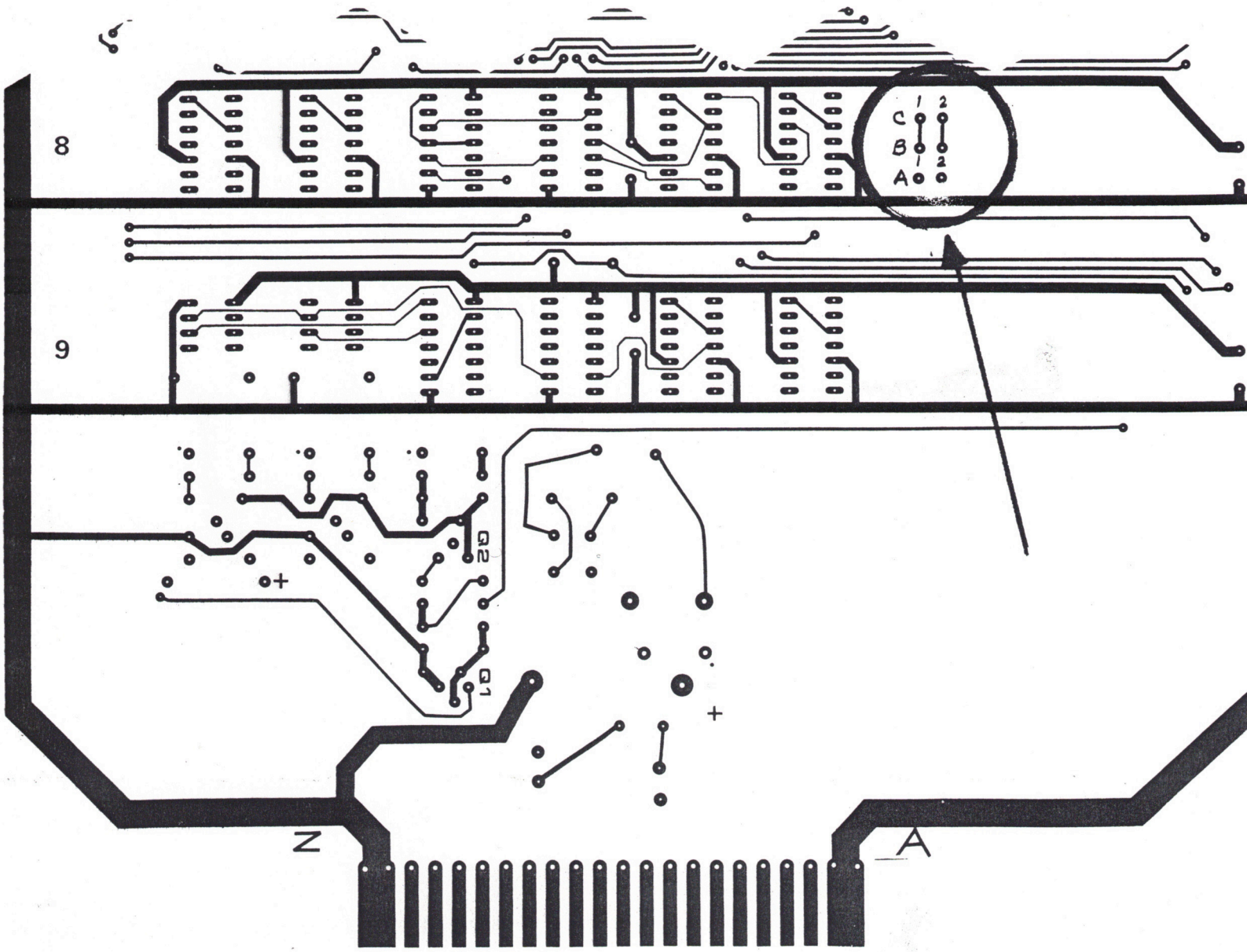
INSTRUCTIONS FOR CONVERSION OF COMPUTER SPACE BALL TO 15-POINT GAME

When Computer Space Ball games are shipped from the factory they are set to stop when one player reaches a score of 11. An easy modification makes it possible to extend the game to 15 if a longer playing time is desired.

The diagram below shows a portion of the PC board from the top (component side) view. By soldering a solid 22 AWG or smaller wire from points B1 to C1 and B2 to C2 as shown, the game will stop at 15 instead of 11.